Designing for Exploration & Choice in Firewatch

Nels Anderson Jake Rodkin Campo Santo

MOSCONE CENTER · SAN FRANCISCO, CA MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015

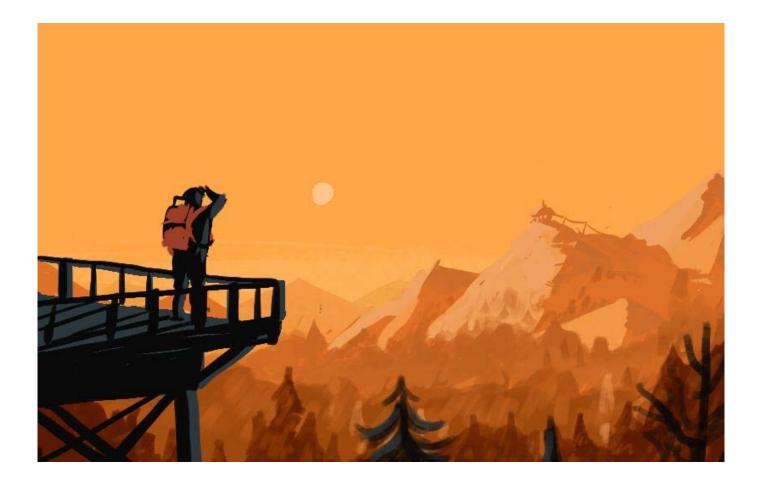




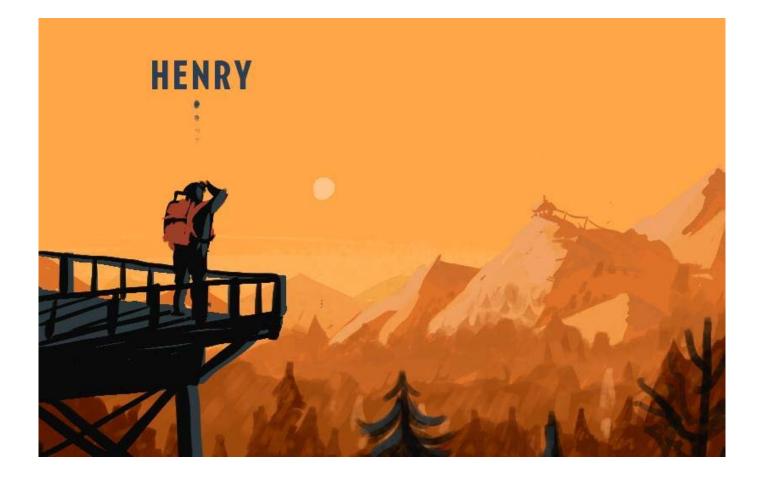




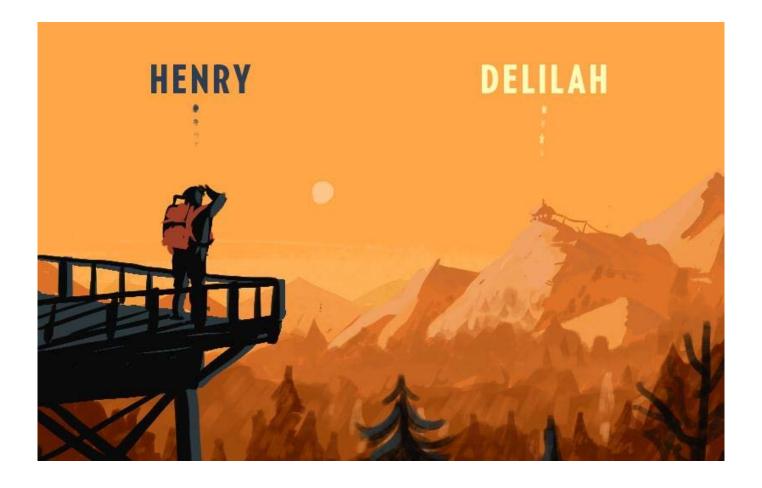




















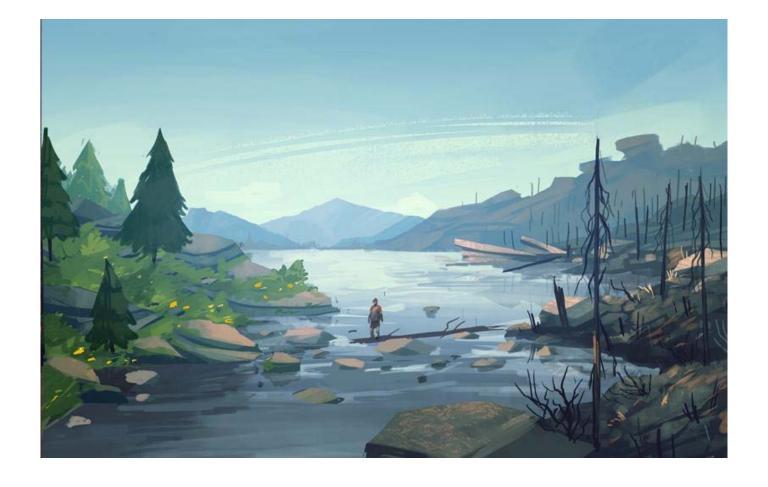


























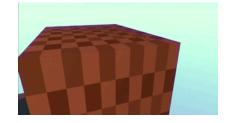












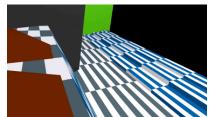














































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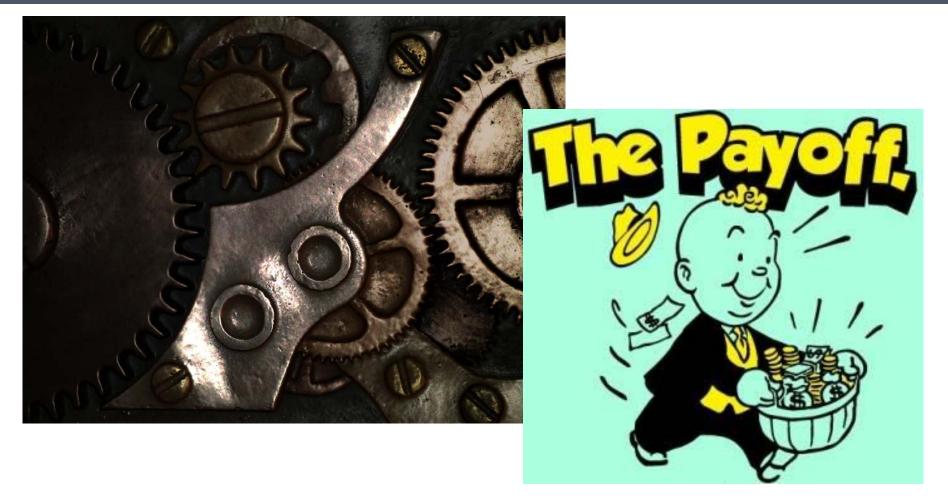












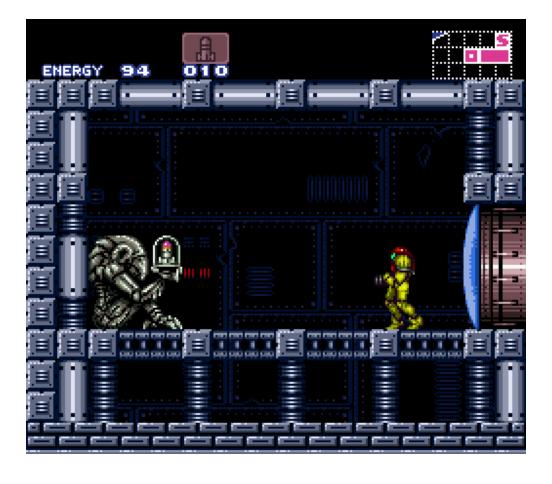










































































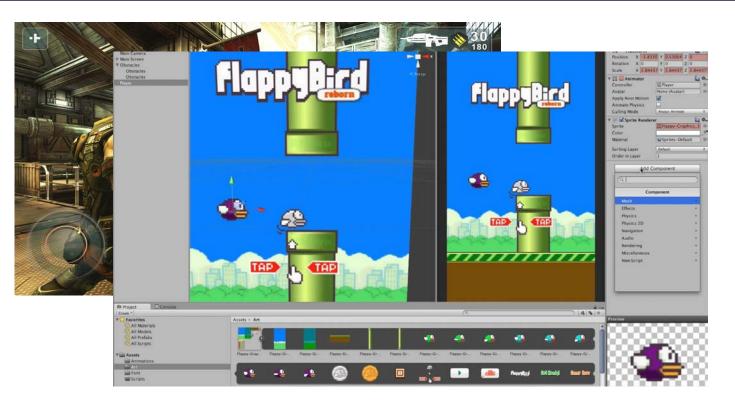












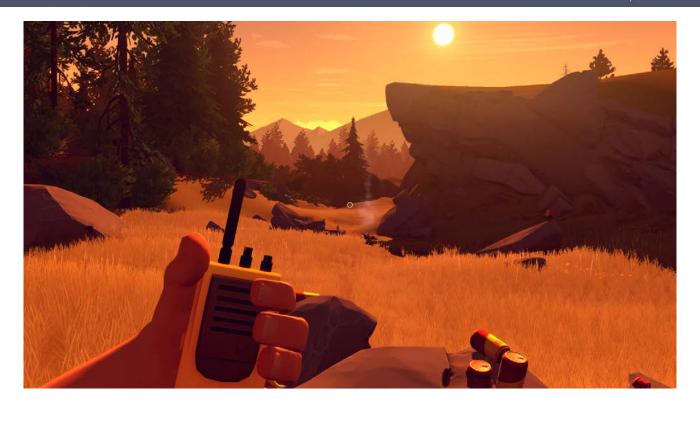












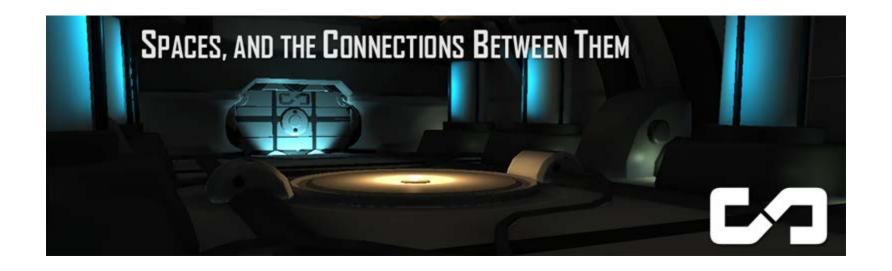




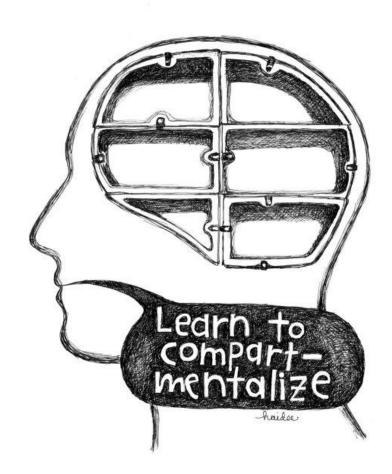
- 1st person
- heavily animated

- huge world
- 10-person team

SECTR











Staff pick





- **↑** Home
- 3D Models
- Animation Applications
- Audio
- Complete Projects
- **Editor Extensions**
- Particle Systems
- Scripting
- Services
- Shaders
- ► Textures & Materials
- Unity Essentials





\$17.50 \$35

Top Paid UNIVERSAL

A few favorites









Editor Extensions/Visual Scrip... Joachim Holmér **** (1540) \$90



















































































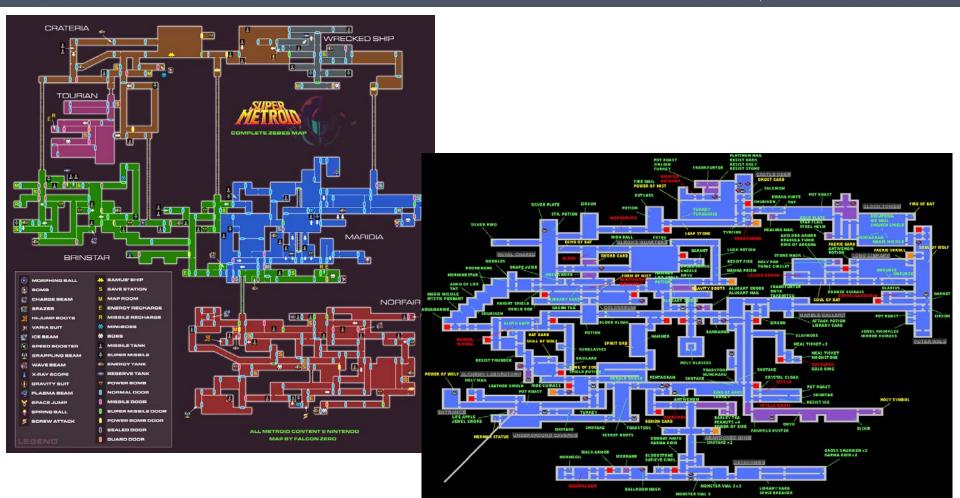




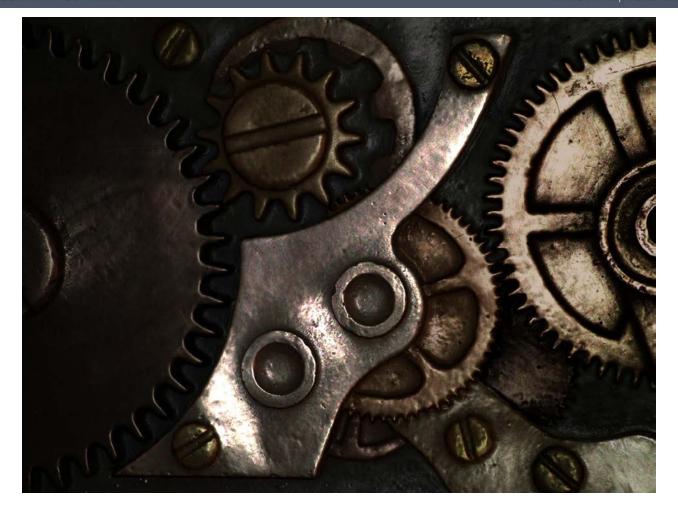


































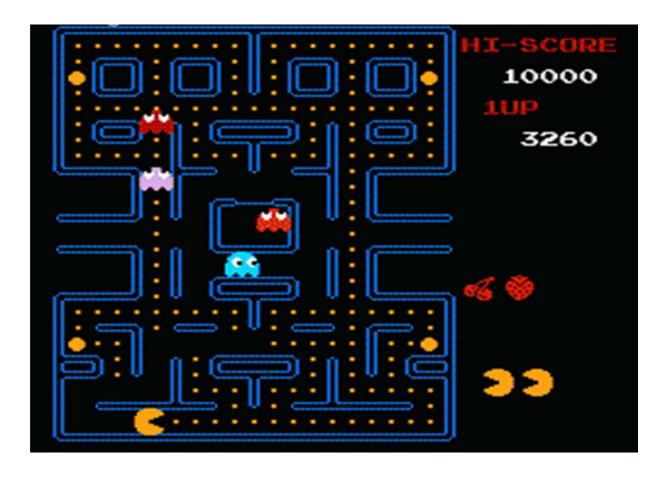


























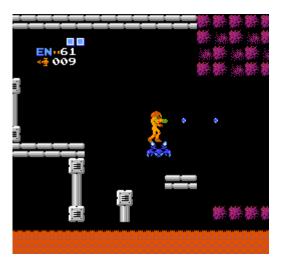












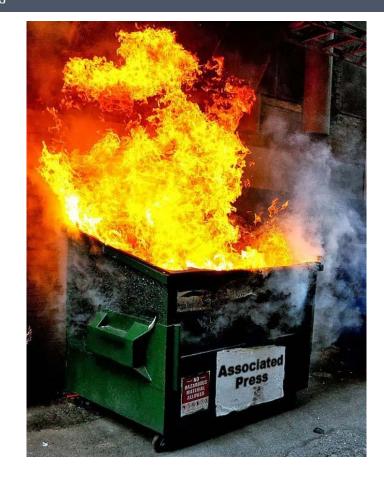






What have we learned?











YOUR MAP IS









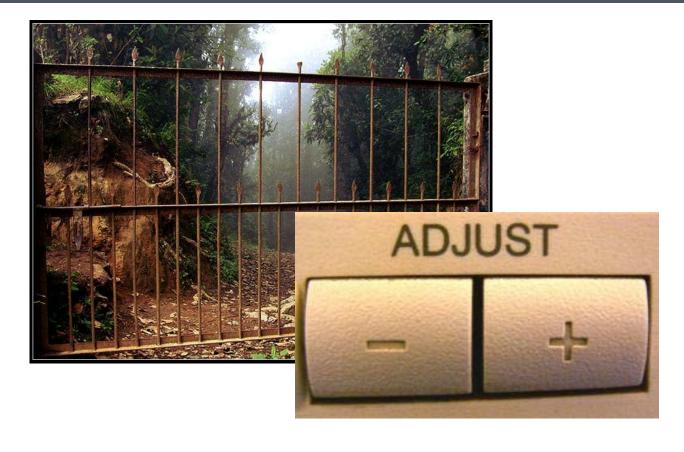




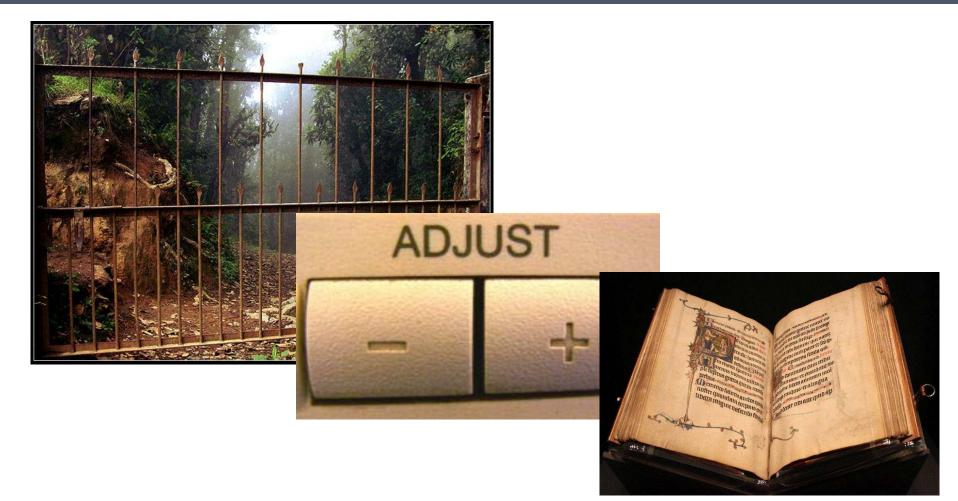




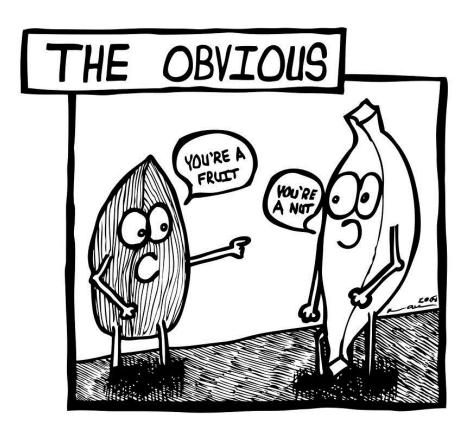




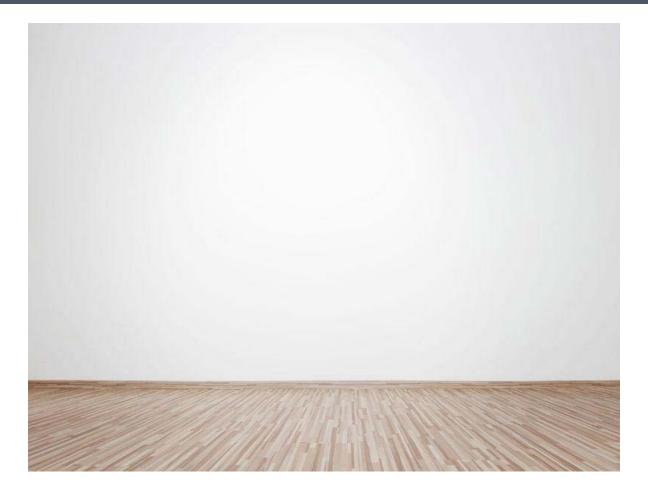








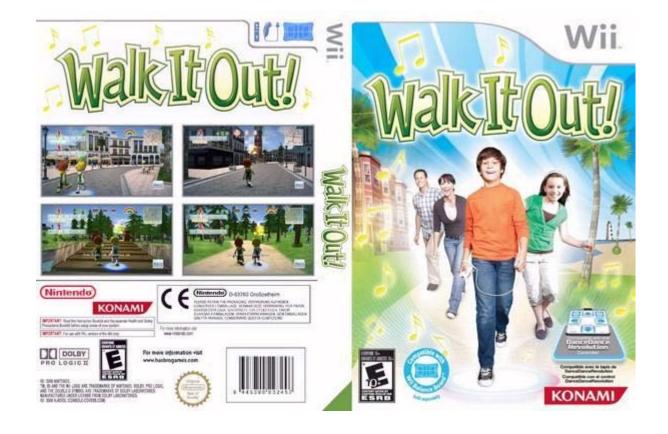












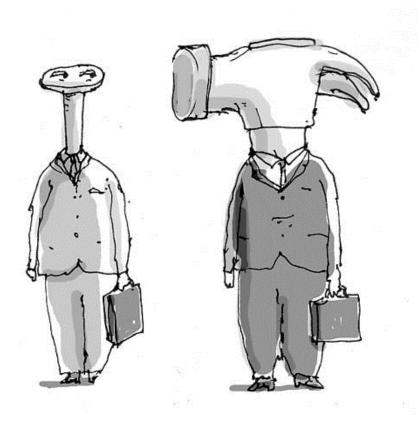




































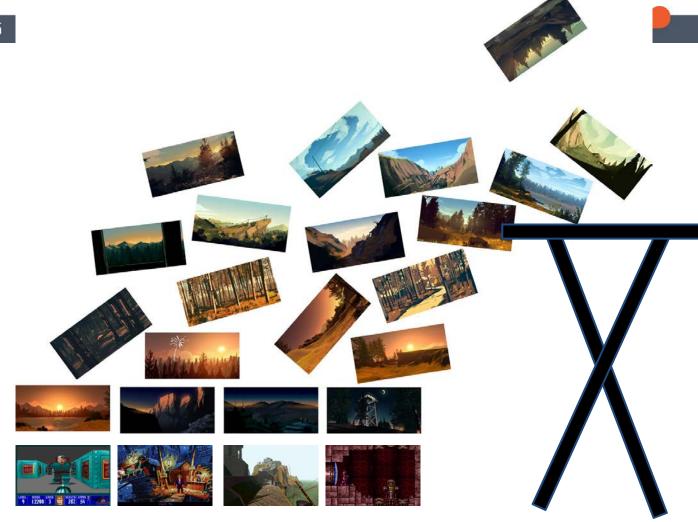


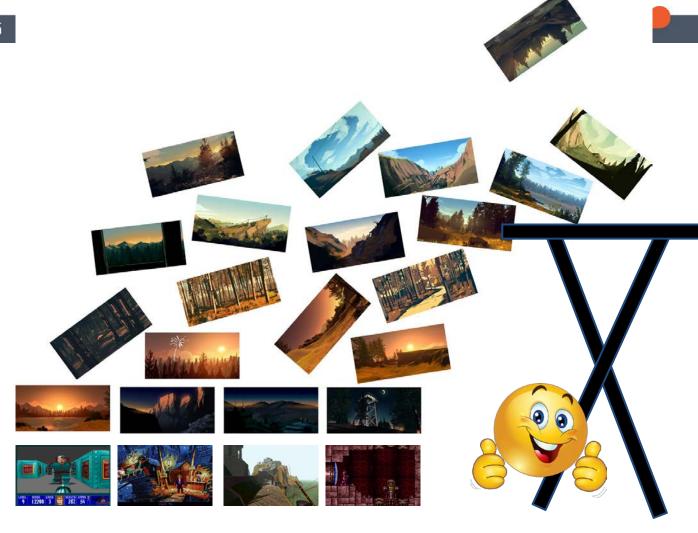














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